What is the goal? The goal of the simulation is to get the highest score possible. This is done by making the best use of your productivity bar in the allotted time. The “time” is just a general day in life.

Goal: Get through the simulation being as productive as possible. Some players might want to run through it doing the choices they want and trying the simulation repeatedly to achieve a higher score.

How: Each scenario will have an option to replenish your resource or spend it. Other options will be a mixture of to ensure that the player isn’t hard stuck regaining their resources. Let’s say you wake up at 7 AM and go to bed at 10PM (15 hours total). What choices will you make by the hour?

Maybe:

* Assignments/projects are vague. Might be able to add in a bar representing each so the player can know how far along they are with them.

First Scene:

* Start: 80% Productivity
* Scenario: You just woke up and are ready to start the day. (7 AM to 8 AM)
* Choices:
* Sleep for another 30 minutes (This will boost your productivity minimally)
* Work on an assignment for an hour. (Score goes up, productivity goes down)
* Talk with a family member for an hour (Boost productivity)
* Work on a large project for an hour (Score goes up, productivity goes down)

Second Scene:

* Scenario: 8AM to 9 AM.
* Have breakfast. (Boost productivity, this could have a lasting impact on the productivity value)
* Skip breakfast and work on another assignment

Third Scene:

* Scenario: Classes got cancelled today. How will you structure your day? 10AM – 11 AM
* Balanced schedule of productivity and leisure time.
* More emphasis on productivity, less on leisure time.
* More emphasis on leisure time, less on productivity.
* Play on your PS5.

Fourth Scene:

* Scenario: 11AM – 12PM. Hold everything. You just got a text from your friend about an exam next week. You have yet to study.
* Make a study plan, organize a group study session, etc.
* Continue working on assignments, leaving the topic of studying for another day.
* Text your friend that informed you, full well knowing you’re going to talk about a million other things.
* Go for a brisk walk enjoying the afternoon.

Fifth Scene:

* Scenario: 12PM – 1 PM. First segment of filler items.
* Continue working on assignments/projects.
* Afternoon nap.
* Work on a project while voice chatting with friends who are also working on the same project.
* Play a sport of your choosing.

Sixth Scene:

* Scenario: 1PM – 2 PM. You have some chores to do.
* Continue working on assignments/projects.
* Focus on house chores.
* Watch a short movie instead of doing chores.
* Complain to a friend about having to do chores.

Seventh Scene:

* Scenario: 2PM – 3PM. Lunch.
* Spend an hour on lunch.
* Continue working on assignments/projects.

Eight Scene:

* Scenario: 3PM – 4PM. 2nd segment of filler
* Continue working on assignments/projects.
* Take a nap.
* Work on a project while voice chatting with friends who are also working on the same project.
* Go out with your friends (This ends the simulation)

Ninth Scene:

* Scenario: 5PM-6Pm
* Continue working on assignments/projects.
* Take a nap.
* Listen to some music then work on assignments/projects.
* Play video games.

Tenth Scene:

* Scenario 7-8pm. Dinner
* Eat dinner.
* Skip dinner and work on assignments.

Eleventh Scene:

* Scenario: 8-9pm.
* Work on assignments/projects.
* It’s too late to nap or work so play video games.
* Chat with friends/family.
* Sleep early. (Ends simulation)

Twelfth Scene:

* Scenario: 9-10pm
* It’s the final stretch. Dedicate this last hour to being productive. (Only this should boost the score here)
* To hell with productivity, I’m tired so I’m going to sleep.
* Think about the life choices that lead you to this very point.
* Chat with friends/family.

Scoring System:

* Start off with 80 productivity.
* Productivity/Point Thresholds:
  + 80-100 productivity = full points on assignment/projects.
  + 60-80 = 3/4 points on assignments/projects.
  + 40-60 = half points on assignments/projects.
  + 20-60 = a quarter of the points on assignments/projects.
  + 0-20 = no points for assignments/projects.
* Productivity/Recovery Threshold:
  + The goal is to have it steadily decrease, with a few chances to really bring it up.
  + 3 tiers of productivity recovery.
  + Low – boost it by 5.
  + Medium – boost it by 10.
  + Large – boost it by 15.
* Need a default value to reduce productivity by. This value will be 10.
* NEED TO ASSIGN the PRODUCTIVITY RECOVERY FOR EACH BULLET AND FIGURE OUT THE SCORE IN CODE.